PROGRESSIVE PERIPHERALS & SOFTWARE

COMMODORE 64 DISK

Gothmog's Lair

Gothmog's Lair

By S.A. Moore

A river blocks the east-west road.
East: muddy road
West: road
Here you see: boat

Jump into boat

You're on the shore of a vast lake. Dorsal fins occasionally stick up, circling around a chest that floats near the shore.

Jump into lake

You're on a narrow road that winds up a mountain. At the top you see a sinister looking mountain . . .

Walk East

You're in a large courtyard. There are black iron doors on the east and south walls . . .

Walk South

Journey through forests, a swamp, the haunted mansion and its dungeon in your quest for the fabulous Arkenstone diamond, one of the many treasures hidden in Gothmog's vast world. Battle with the dreaded Giant Spider and Baron Ahriman's undead army . . . can your gnome friend help you outwit the Old Man or recover the chest of antique coins from a shark-infested lake? You may even find the enchanted elven sword and slay Gothmog himself! But don't let the Thief and Cutthroat get to the treasures before you do!

GOTHMOG'S LAIR features full-color animated graphics, sound effects, and two selectable levels of play — for the novice and the seasoned veteran. It's a "real-time" adventure . . . the longer you take to find the treasures, the more time you allow the Thief and Cutthroat to get them before you!

A thoroughly illustrated manual with a fold-out map is provided to explain the wide variety of options available to you during play. Your success in GOTHMOG'S LAIR will depend on your skill and resourcefulness, NOT on your luck at guessing the right words to say.

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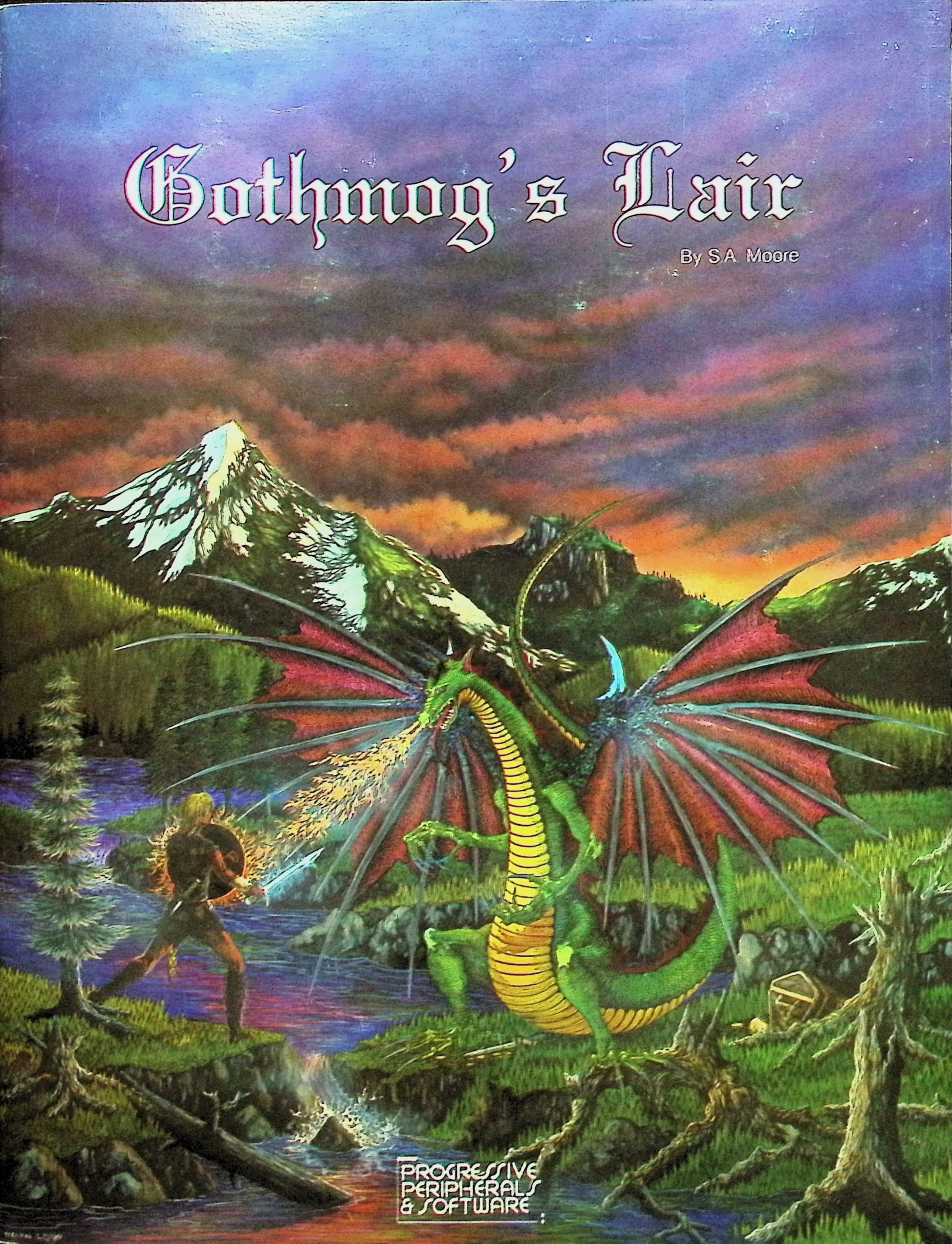

Gothmog's Lair User's Manual & Players Guide

By S. A. Moore Cover & Illustrations by Steve Lipski

Welcome to Gothmog's Lair

After a 50-year reign of terror in GOTHMOG's WORLD, the tyrant Baron Ahriman has mysteriously vanished. The mayor of Raster City, closest city to the Baron's mansion, has offered a substantial reward to the explorer daring enough to find out what happened to the Baron.

Rumors abound in the city; the Baron apparently had a peculiar zoo beneath his mansion with some very strange creatures in it. A hermit who lived in a shack outside the city claims he was the Baron's gardener for many years, and babbles ridiculous stories of ghosts, demons, dragons, and a hideous beast in the mansion's wine cellar. He also says that the Baron never died, but was so evil that his soul lived on in the undead body of a mummy.

The hermit's last words referred to a fabulous treasure stored in the caves under the mansion. Some say this is none other than the hoard that the Baron recovered by slaying a dragon. Many have tried to find this treasure, but none have returned.

Now someone has hired a professional thief and a killer to recover the treasures for him. Due to a misunderstanding, the Sheriff of Raster City is convinced that you are in league with these fiends. The only way to clear your name is to recover the Baron's treasures and bring them back to the city.

You'll begin just outside the city (or if you choose the hard game, outside the ghost town). All you have is your car and whatever is in it.

GOOD LUCK!

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IMPORTANT:
READ THIS MANUAL BEFORE PLAYING, unless you want a REAL challenge!

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Getting Started

There is a demonstration program on your GOTHMOG's LAIR disk or cassette. This demo contains clues which may prove useful in playing GOTHMOG's LAIR. To bypass the demo program skip to the second set of instructions below.

1. Insert the GOTHMOG's LAIR disk or cassette into your drive.
2. Type LOAD "DEMO",8 for disk, LOAD "DEMO" for cassette and press <return>.
3. When the READY message is printed, type RUN and press <return>.

```
>>>>>>>>>>>>>>>>>>>>> CASSETTE USERS <<<<<<<<<<<<<<<<<<<<<
>>>> Insert  the  plug that was included with  your <<<<
>>>> cassette in joystick port #2 on the right-hand <<<<
>>>> side  of your computer.  The program will  NOT <<<<
>>>> run if this device is not present. Be sure the <<<<
>>>> cassette is rewound before continuing.         <<<<
>>>>>>>>>>>>>>>>>>>>>>>>>>>><<<<<<<<<<<<<<<<<<<<<<<<<<<<
```

1. Insert the GOTHMOG's LAIR disk or cassette into your drive.
2. Type LOAD "*",8 for disk, LOAD for cassette, and press <return>.
3. Leave the disk or cassette in until the computer asks: "DO YOU WISH TO START A PREVIOUSLY SAVED GAME (Y/N)?"

Previously Saved Games

Disk users must first initialize a special disk for saving games in progress. Insert a new disk into your drive and type:

```
OPEN 15,8,15 : PRINT#15,"NØ:GOTHMOG,ØØ" : CLOSE 15
```
and press <return>.

When the computer says "READY.", type:

```
OPEN 7,8,7,"PREV,S,W" : PRINT#7,7 : CLOSE 7
```
and press <return>.

You are now ready to store games in progress. Cassette users need only have a blank cassette tape handy. To store a game in progress, press f3 (the function key) or type EXIT when the computer is ready to accept an option.

WARNING: Your COMMODORE 64 will "crash" if you do not have your disk or cassette set up as described. If this happens, just turn it off, correct the problem, and start over.

Introduction to Adventure Gaming

Adventure games are unlike any other games you have played. These games are challenging, fascinating, and (most important) very entertaining. You play the role of an adventurer in a fantasy world of monsters and treasures. By telling the computer what you wish to do, you explore the world, hunting for treasures. These are usually difficult to get, as they are either guarded by a monster or a puzzle...sometimes BOTH.

You'll spend days, weeks, even MONTHS trying to beat the game and collect all the treasures. You'll battle weird monsters and rack your brain trying to solve the complex riddles that keep the treasures from you.

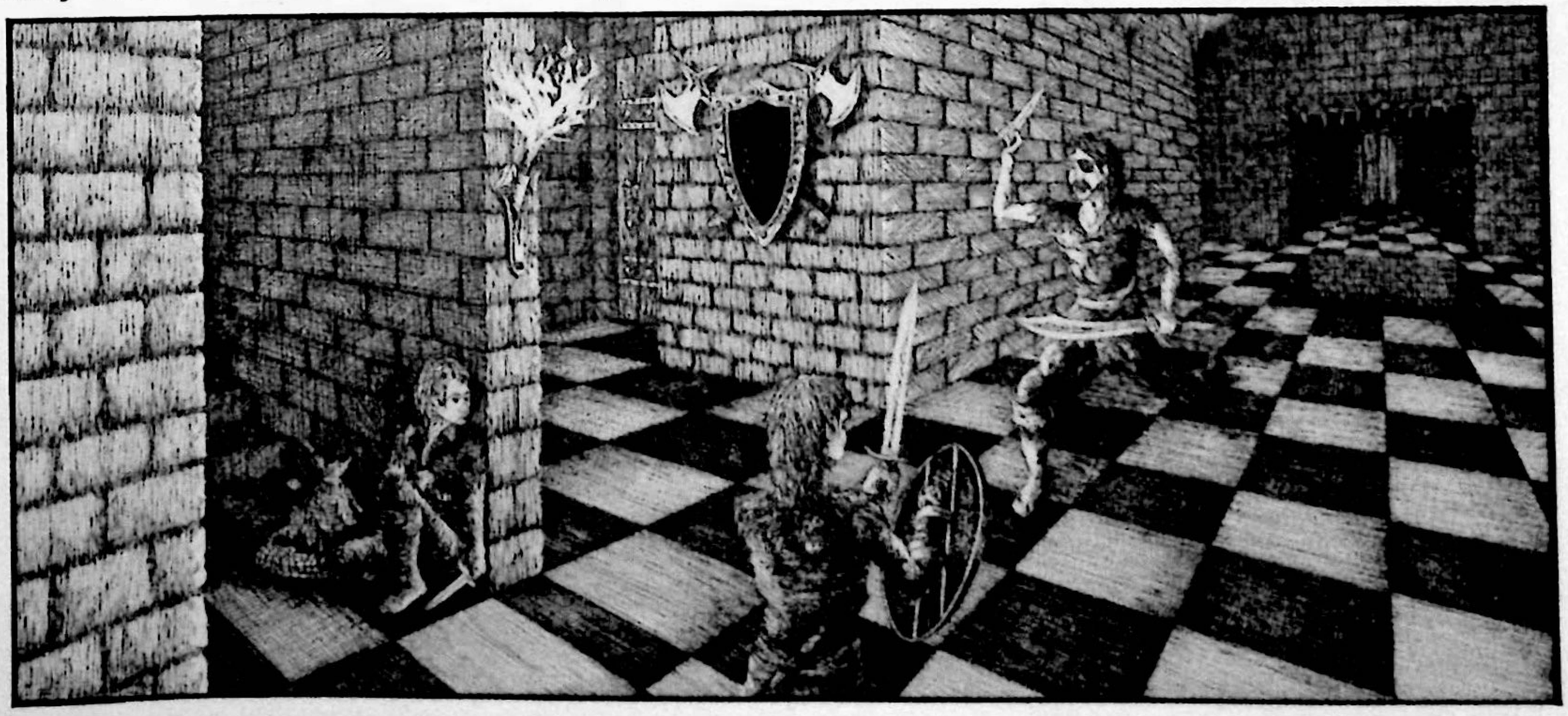
Adventures are not merely played, they are EXPERIENCED. Prepare to spend many hours at the keyboard...hours of frustration, concentration, and even occasional humor!

General Notes Regarding GOTHMOG'S LAIR

This particular adventure is unlike others in that it features sound effects and animation. Some of the situations you are in will actually be visually AND/OR audibly displayed, using the full capabilities of the COMMODORE 64. Furthermore, when you're fighting a monster, the melee is in REAL TIME. In other words, if you sit idly for a while, the monster certainly won't! It'll be munching on you...

Whenever the computer waits for you to tell it something, it is timing you. Every minute you take to make a decision is a minute for the monsters - especially the THIEF and CUTTHROAT - to go about their heinous business. So make your decisions as fast as possible. If you're on the NORMAL difficulty level, don't worry about this TOO much. The computer will give you plenty of time to make a decision. On the HARD level, however, be warned...

Sometimes you may think the computer has died; it'll sit there and do nothing. This simply indicates that it is moving around the thief and cutthroat to new areas, or possibly that the cutthroat is fighting a monster. Just make use of the time to think; the computer only does this occasionally and the wait will be a short one.



How to Play

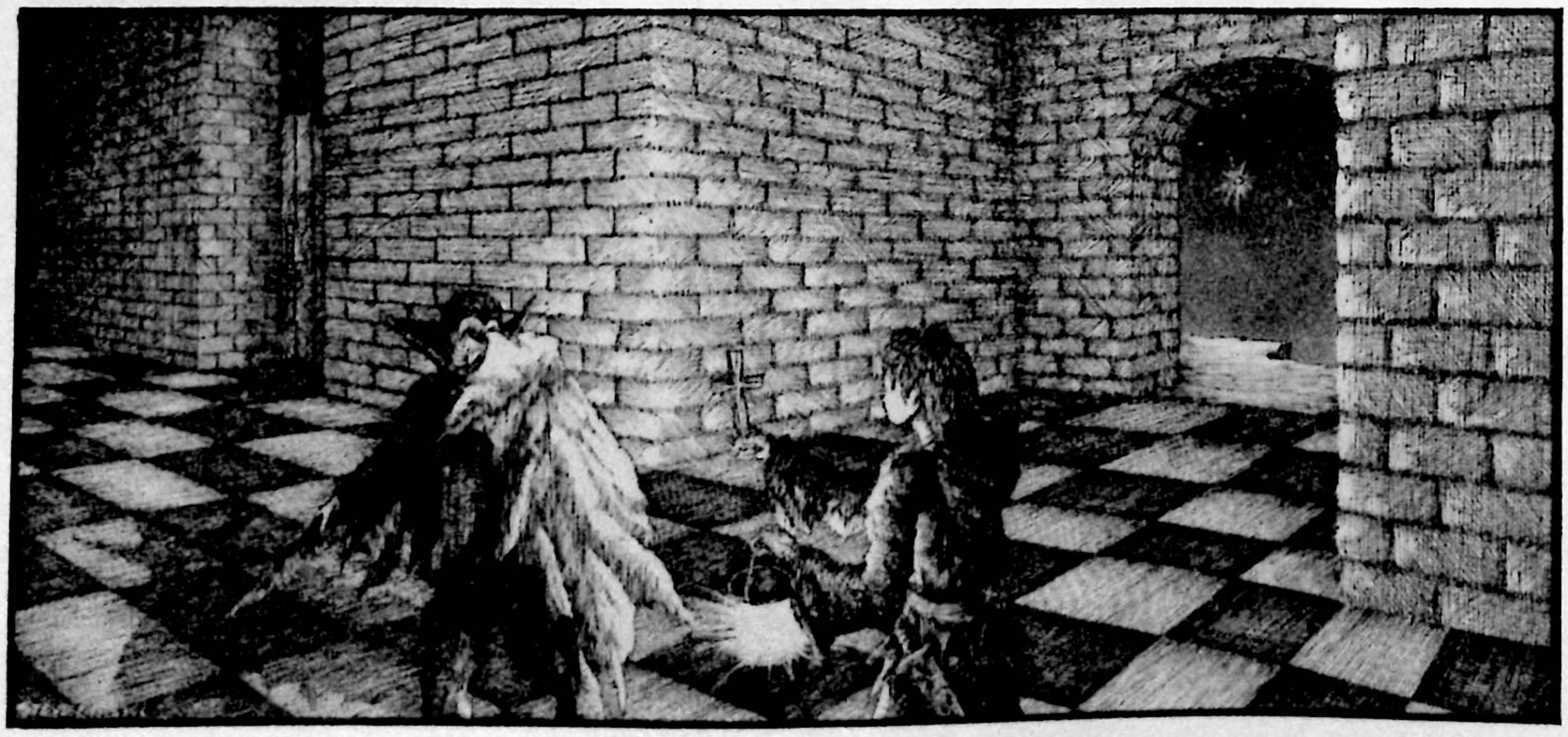
When the computer wants you to enter an option, a special "cursor" will appear on the left side of your screen. It will flash from black to blue to red to yellow and move in a clockwise pattern. At this point, type an "option". Options are statements of any length up to 35 letters (including spaces). Unlike some Adventures which limit you to two words, you can type up to 9 words. The first word must generally be a verb, and the others can refer to objects, places, treasures, monsters, or whatever. For example, if the vampire is attacking, you might say "THROW HOLY WATER AT. VAMPIRE". Note that the preposition "AT" has a period after it. This is because the option ATTACK can be abbreviated to "AT" for convenience, and the computer may confuse the two. A good rule of thumb is to omit prepositions from your options (for example, AT, INTO, BY, etc.). This will prevent misinterpretation of your option and speed up entering options. Thus the above option could be more efficiently stated as "THR WATER VAMP", which has the same meaning. This rule of thumb applies to ALL options. Abbreviations are listed in the next section. Other examples:

LONG WAY	ABBREVIATED	WRONG
ATTACK KILLER MOSQUITO WITH. ELVEN SWORD	ATT MOS ELV	AT MO SW
PUT SHOVEL IN. CAR	PUT SHOV CAR	PU SH CA
INVENTORY	INV	IN
GET FLASHLIGHT or TAKE FLASHLIGHT	GET FLASH TA FLASH	GE FLASH TA FLA

(Most of the options in the WRONG column are too short.)

After a little practice, you'll get the hang of entering options in optimum time. Anything you type will be displayed in red or white - colors different from those the computer uses. The computer is generally helpful about telling you why it won't accept certain options. Options are, for the most part, self-explanatory. The more complex ones are explained in full detail in the next section.

If you are unable to read the options that you type in, type LIGHT and press return. The screen will clear to its normal color and your options will be displayed in the correct color.



Options

Alphabetical list of abbreviations:

FULL WORD	ABBREVIATION	# OF "WORDS"	EXAMPLE
attack	att	3	att snake axe
burn	bur	2	bur book
dig	dig	1	-
draw	dra	3	dra circle chalk
drink	drin	2	drin flask
drive	driv	2	driv south
drop	dro	2	dro shovel
eat	eat	2	eat spinach
examine	exa	2	examine rope
exit	exi (or f3)	1	-
follow	fol	2	fol spider
get	get	2	get axe
help	hel (or f1)	1	-
inventory	inv	1	-
jump	jum	2	jum pool
light	lig	1 or 2	lig lantern
listen	lis	1	-
look	loo	2	loo around
newgame	new (or f5)	1	-
nuke	nuke	3	nuke snake axe
pray	pra	1	-
put	put	3	put shovel car
read	rea	2	rea diary
rest	res	3	res 8. hours
run	run	2	run east
say	say	2	say hello
score	sco	1	-
search	sea	2	sea car
shoot	sho	2	sho snake
sleep	sleep	3	sleep 1. day
smash	sma	2	sma bottle
start	sta	2	sta car
stop	sto	2	sto car
take	ta	2	ta axe
throw	thr	3	thr axe snake
walk	wal	2	wal north

NOTE: To WALK in a direction, just type the first two letters of the direction with no option at all.
EXAMPLE: NO WE EA SO UP or DO.

For your convenience, OBJECTS and TREASURES are displayed in purple on your screen. If you have a black and white T.V., don't panic; you can still easily tell which things are objects and treasures. Type LO AR. The computer will list all the exits and print "Here you see:". The objects and treasures, if any, will be listed here. INVentory works similarly. PLACES and EXITS will be displayed in gray, blue, or black, depending on your location in GOTHMOG'S WORLD. MONSTER names are printed in black, except for the "surprise" monsters. They are easy to refer to since they are the only things that attack you!

Explanation of Options

ATTACK is explained fully under COMBAT, page 8.
BURN requires matches. Some objects are not flammable.
DIG requires a shovel.
DRAW is a "special purpose" option...it is useful only in one situation.
DRINK requires the name of the container you wish to drink from, i.e. bottle, flask, decanter, etc.
DRIVE requires a direction. DON'T drink and drive!
DROP sets the specified object down.
EAT is similar to DRINK.
EXAMINE is used to look closely at an object. Often your gnome friend will give you clues as to whether or not you should check for something.
EXIT allows you to save a game before stopping. The f3 key may be used for this option.
FOLLOW is used to chase after the thief or cutthroat when you hear their footsteps. This works ONLY in certain circumstances; if you are unable to follow, the computer will respond with "? ? ?".
GET is used to pick up an object.
HELP is how you ask the gnome for advice. He's not always correct, but is often helpful.
INVENTORY displays which objects you are carrying and how much they weigh.
JUMP is used to get into certain areas.
LIGHT with one word is equivalent to lighting a match. The screen will flare up briefly, then return to its original color. Light with two words, LIGHT FLASHLIGHT or LIGHT LANTERN turns the object on. It goes off automatically when it's bright enough to see. If the screen goes black, type LIGHT to reset it.
LISTEN lets you know if something's close to you.
LOOK tells you what is in the direction you look. LOOK AROUND shows you everything around you.
NEWGAME starts a game over immediately. Be SURE that your tape or disk is properly set up/rewound before typing NEWGAME. This option may be accessed with the f5 key.
NUKE is a synonym for ATTACK.
PRAY is used when you're stuck or in the dark.
PUT is used for a variety of purposes. PUT <object> IN. CAR is one use.
READ is self-explanatory.
REST should be used if you've been poisoned or wounded. There are two forms - REST 8. HOURS or REST 1. DAY.
RUN can be used if you're carrying 20 lbs. or less and if you are not seriously wounded.
SAY is self-explanatory. There is a limit of ONE word with this command. So if you type SAY HI THERE, the computer will only recognize the HI part.
SCORE is self-explanatory.
SEARCH is similar to EXAMINE.
SHOOT is used only when you have the shotgun.
SLEEP is similar to REST.
SMASH destroys certain objects.
START is used to get in the car and start it.

STOP is used to stop the car and get out of it.
TAKE is similar to GET.
THROW is used to pitch an object at or into something.
WALK is used to move in a direction. Just abbreviate to the first two letters of the desired direction, i.e. UP is the same as WALK UP.

REMEMBER: When referring to things that are described in two or more words (i.e. GOLD WATCH or ABANDONED RANGER STATION), use either an abbreviation of the first word - GOL, ABA, or the ENTIRE last word: WATCH, STATION. NEVER ABBREVIATE THE LAST WORD OF A TWO-WORD OBJECT. The computer will probably misunderstand you.

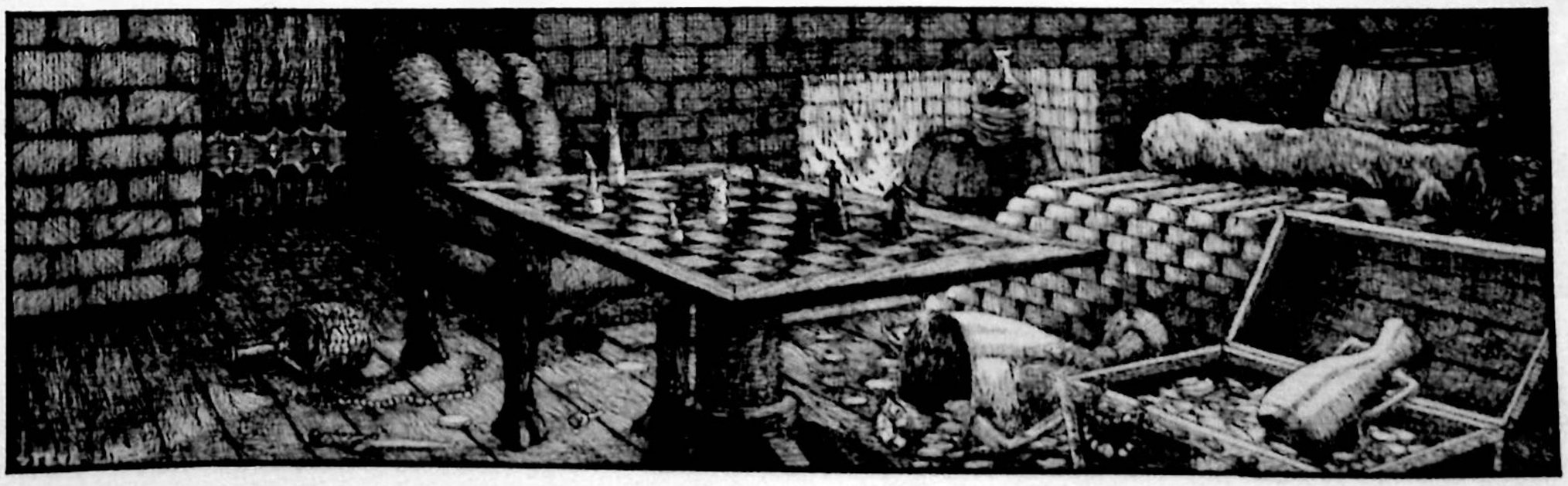
Objects and Treasures

Objects and TREASURES are printed after you LOok ARound or INVentory. Here are some objects and their proper abbreviations:

OBJECT NAME	ABBREVIATION
flashlight	flash
shovel	shov
dynamite	dyn
animal crackers	ani -or- crackers
magic lantern	mag -or- lantern
flask	flask
elven sword	elv -or- sword

There are over 50 objects in GOTHMOG's WORLD. Most objects help you to get treasures. For example, if you go into the dungeon without the flashlight (and batteries!) or the magic lantern, you won't be able to see a thing. Several objects may be used to battle monsters - the axe, shotgun, and elven sword (just to name a few). Many objects contain valuable clues - the diary, scroll, painting, and tapestries (among others) fall into this "clue" category. A handful of the 50 objects are VERY bad to have...

Treasures, on the other hand, are the best things to have. These are not necessarily precious metals or gemstones, either. Some treasures appear to be normal objects but are worth many "points". Each of the 11 treasures is worth between 10 and 50 points, for a grand total of 250 points. Type "SCORE" to see how many points you've accumulated.



Options:

Full Word	Abbreviation
Take, Get	ta, get
Drop	dro
Inventory**	inv
Look	lo
Examine	exa
Search	sea
Put*	put
Walk	wa
Attack, Nuke*	att, nuke
Read	rea
Listen**	lis
Run	ru
Drive	driv
Throw*	thr
Drink	drin
Eat	eat
Jump*	ju
Shoot	sho
Burn*	bur
Follow	fol
Say	say
Smash	sma
Rest, Sleep*	res, sle
Dig	dig
Play*	pla
Unlock**	unl
Score**	sco
Start	sta
Stop	sto
Light (Match)	lig (match optional)
Roll Dice	rol
Pray**	pra
Draw*	dra

* indicates a multiple word option, i.e. longer than two words.

** indicates a single word option.

There is one "mystery" command not displayed here . . . it is useful only in the Dragon's Den.

Monsters:

Snake
Rats
Giant Mosquitoes
Swamp Demon
Giant Spider
Vampire
Evil Spirit
Zombies
Mummy
Dragon
Old Man
Igor
Thief
Cutthroat

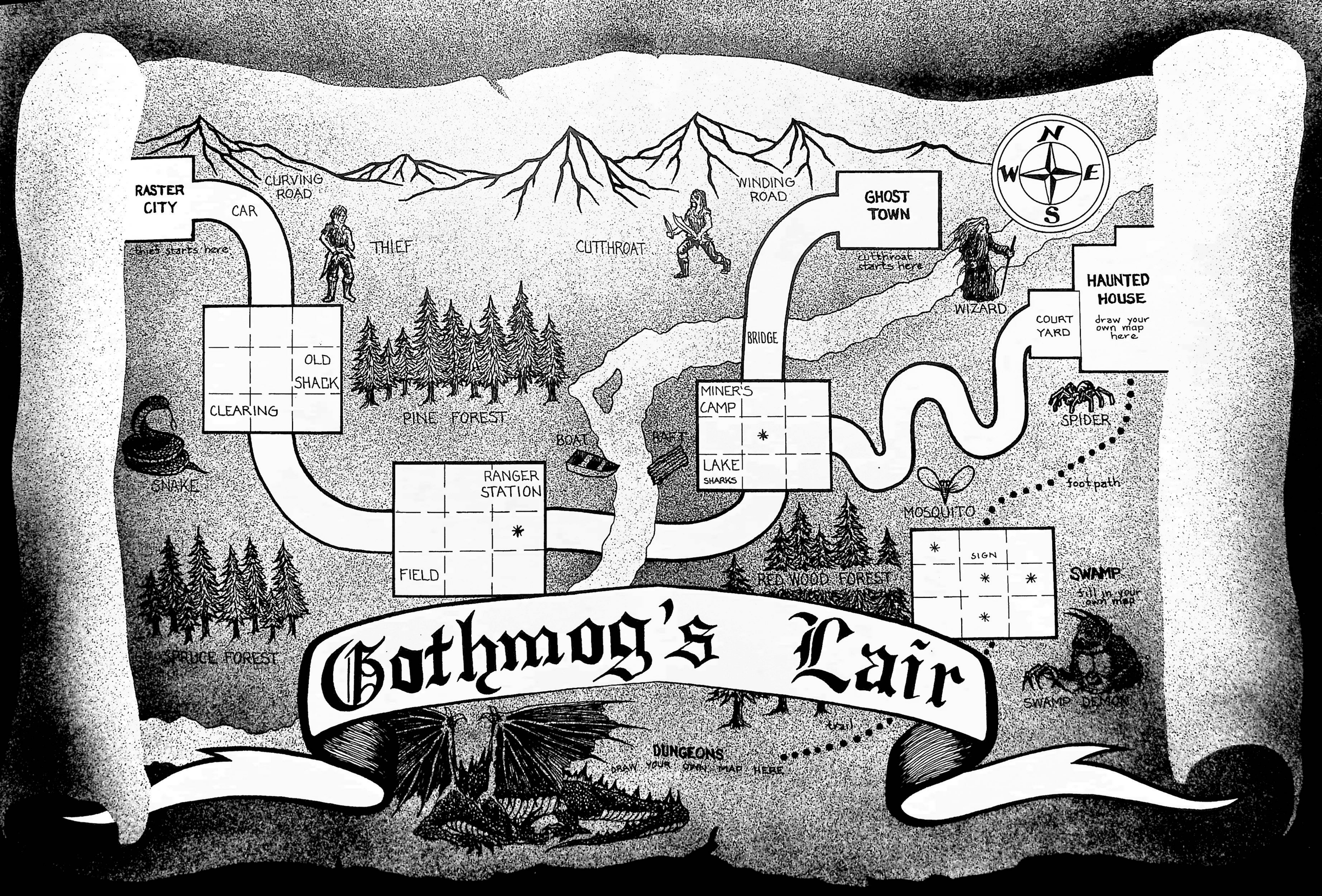
There is one surprise monster not listed . . .

Note: These "monsters" are not necessarily hostile.

Treasures:

Gold Watch
Chest of Silver Coins
Platinum Ingots
Ruby Circlet
Trophy
Ming Vase
Arkenstone (5,000 carat)

250 points are possible.


Gothmog's Lair
RASTER CITY
CAR
thief starts here
CURVING ROAD
THIEF
CUTTHROAT
WINDING ROAD
GHOST TOWN
cutthroat starts here
WIZARD
HAUNTED HOUSE
draw your own map here
COURT YARD
BRIDGE
OLD SHACK
CLEARING
PINE FOREST
BOAT
RAFT
MINER'S CAMP
LAKE
SHARKS
SPIDER
foot path
SNAKE
RANGER STATION
FIELD
MOSQUITO
SIGN
RED WOOD FOREST
SWAMP
fill in your own map
SPRUCE FOREST
SWAMP DEMON
trail
DUNGEONS
DRAW YOUR OWN MAP HERE
N
W
E
S

Monsters . . .

Things that go "bump" in the night.

Nearly all the treasures are guarded by monsters of one sort or another...the vampire, giant spider, and of course GOTHMOG the fire-breathing dragon! Some monsters are tougher than others, but these generally guard more valuable treasures. If you are being attacked by several monsters at once, it's usually a good idea to vamoose. Monsters occasionally follow you; the only way to avoid this is to make sure you're carrying no more than 25 lbs. of objects and RUN.

The most direct way to get a treasure guarded by a monster is to kill the monster. This is often difficult, as the monster will be chewing on you at the same time! The most effective weapon is generally the elven sword. Certain weapons are practically useless against certain monsters (GOTHMOG is bullet-proof). After experimentation, you'll become familiar with which weapons work best.

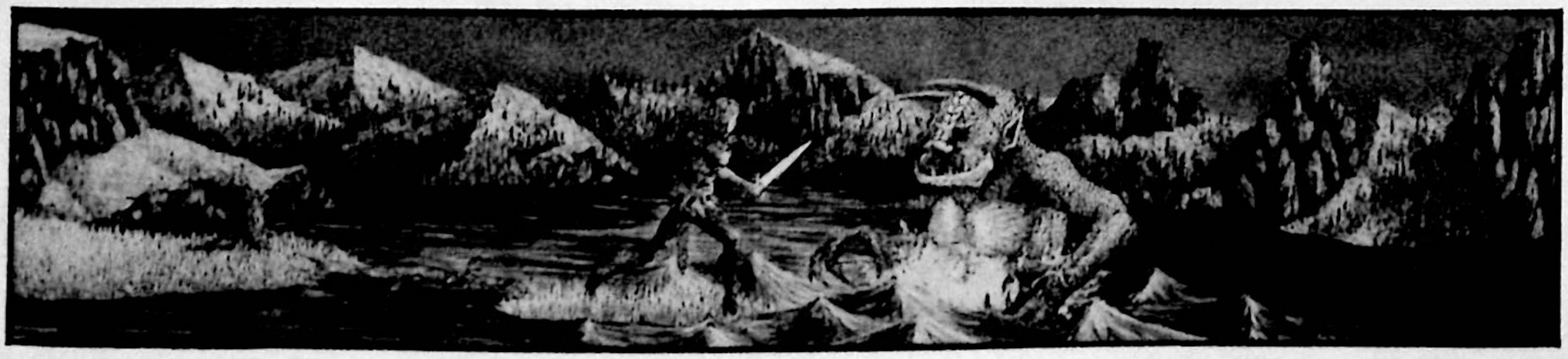
A more challenging alternative is to outwit a monster; there is ALWAYS a way to avoid a monster, and sometimes a way to destroy it with a trick. This requires various objects or conditions (yes, this is deliberately vague).

But most often you'll probably wind up using brute force, and hence...

Combat

To fight a monster, type ATTACK <monster name> WITH. <weapon type> or abbreviated, ATT <monster> <wpn type>. Depending on various conditions (see HINTS on pg. 13), you'll either hit the monster or miss it. After a certain number of hits, the monster will die. The monster attacks you similarly. WHEN it hits you, you'll see a little person displayed on the upper left-hand corner of the screen. The color indicates how critically you are wounded. You'll go from a dark to a light gray, and then to red (Black & White: just from a dark shade to a light shade). Red is the panic color, where you're a borderline basket case. RUN from the monster(s) at this point, if you can, and REST 1. DAY to heal your wounds. The monster will unfortunately have a day to heal, too.

Some objects heal wounds instantly when you DRINK or EAT them. The PRAY command is also useful when you're in bad shape.

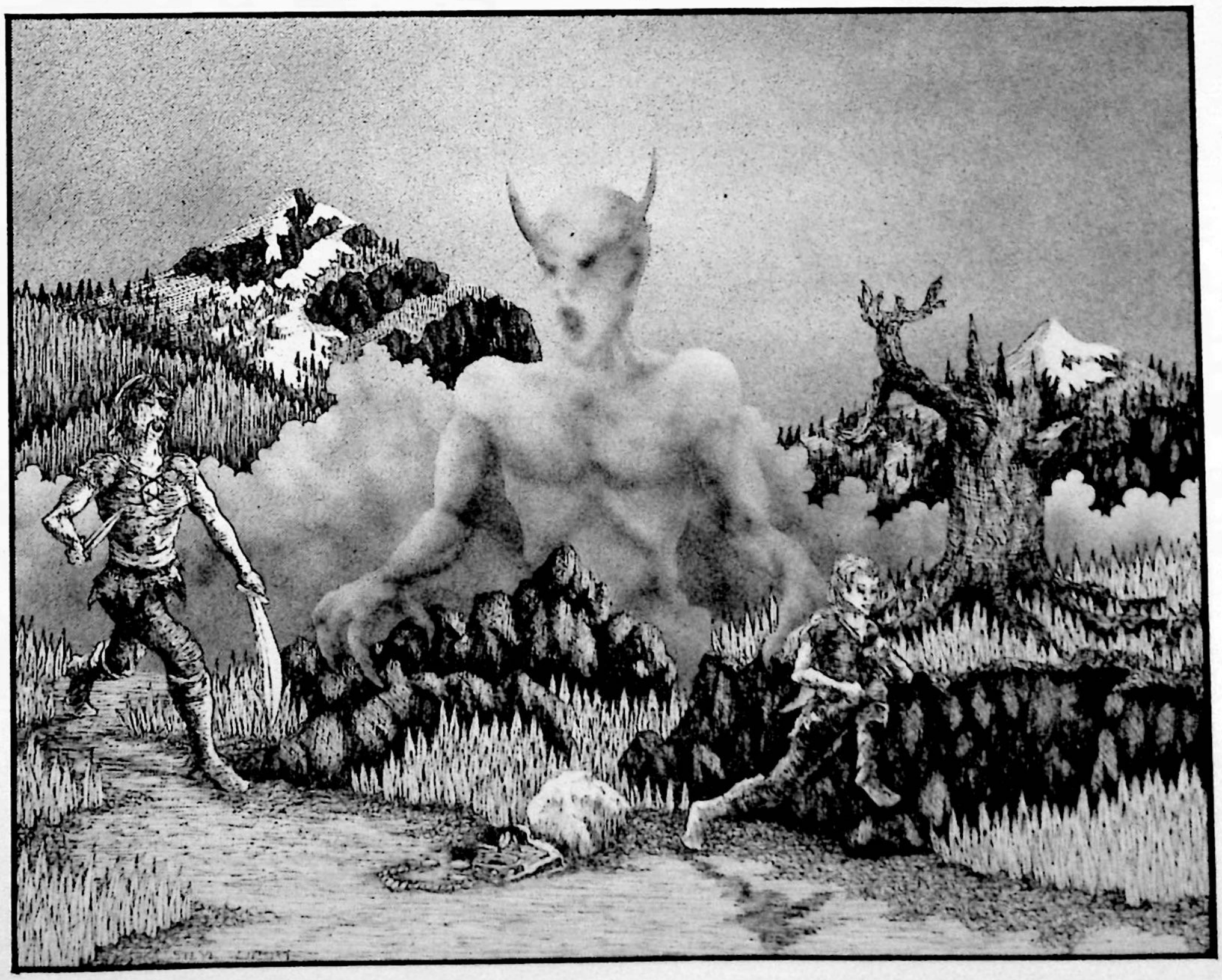


Thief and Cutthroat

These are special monsters that hunt treasure like you do. While they avoid the treasures guarded by powerful monsters, they are quite skillful at grabbing the rare easier-to-get-to treasures. Every time they steal a treasure, the computer tells you (just to rub it in). Unless they are caught by the dragon, the only way to recover treasures stolen by them is to track them down and kill them. Sometimes the thief will drop treasures if you startle him. The cutthroat is NEVER surprised by you. Typing LISTEN may enable you to hear their footsteps, and if they ACCIDENTALLY find you, they may run away - same footsteps sound effect. The cutthroat is stronger than the thief and usually more dangerous. At times they may quietly sneak up on you and backstab, So BE CAREFUL!

REMEMBER: The longer you take to make a decision, the more time you give these two to find treasures.

Chances are that you'll hear the thief right away at the beginning of the game in the normal game. In the hard game you'll probably hear the cutthroat right away. This is because they start out very close to you. At the beginning of the game you are better off avoiding them; don't try to chase them around.



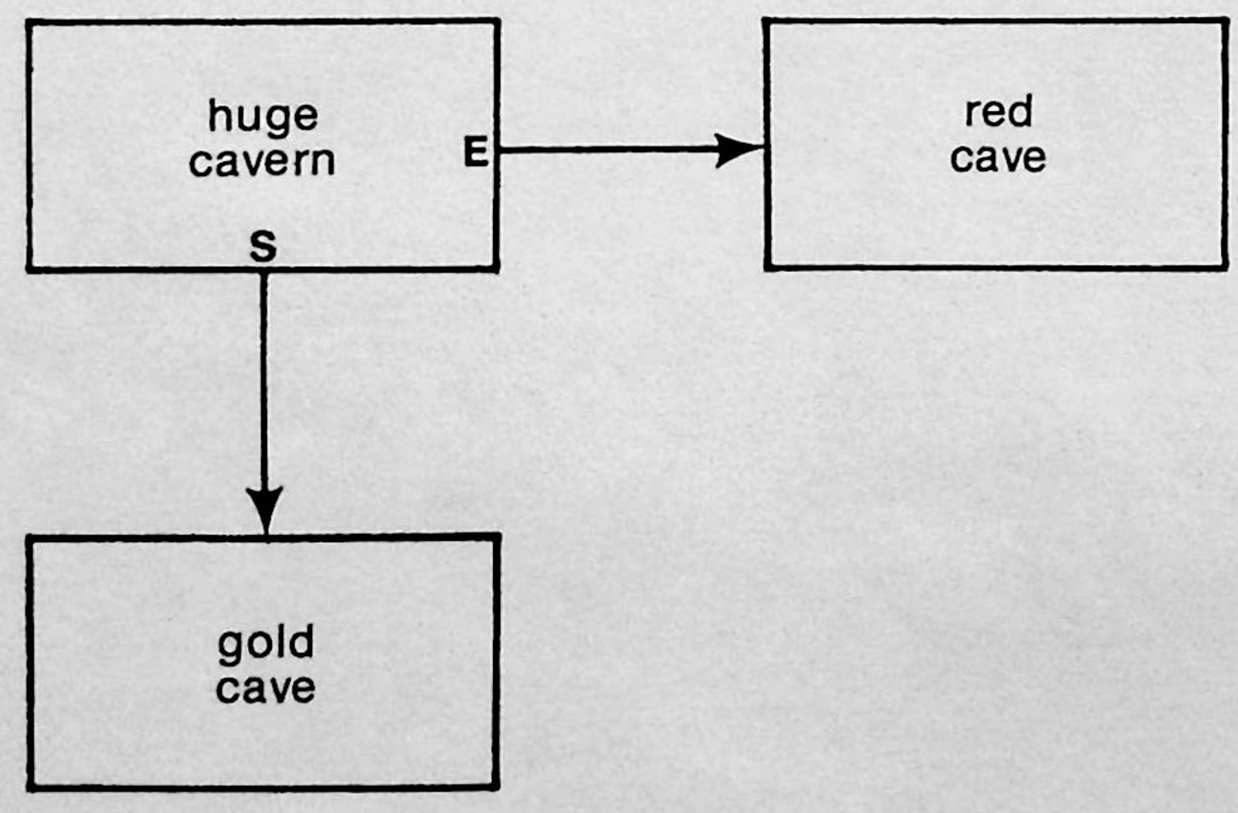
Hints

Drawing Maps

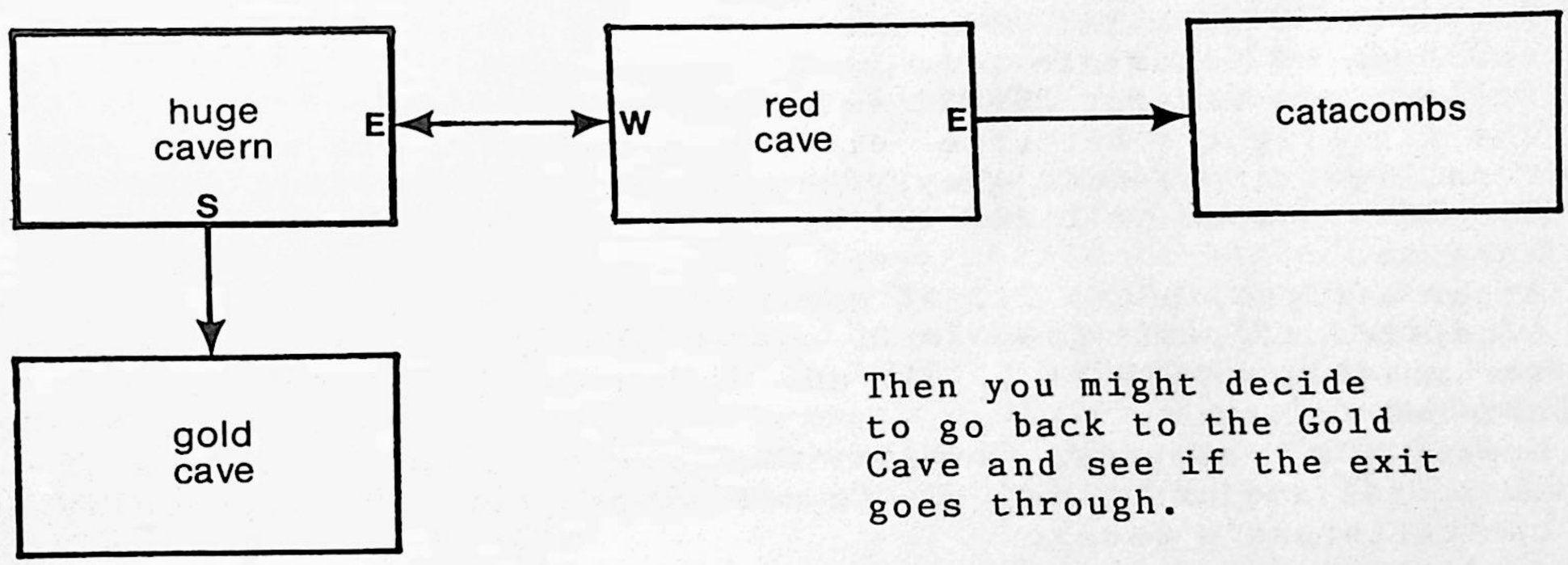
To get you started, a fold-out map has been provided with your manual. You will notice that maps of the haunted mansion and dungeon have been omitted. You must explore these areas yourself, and construct your own map. Mapping can be confusing, since there are up to 6 possible exits from a given area. Furthermore, these exits are not always "two-way". For example, you can go DOWN into the huge cavern but there's no UP exit once you get there... The following method is suggested for mapping these areas:

Suppose you are starting your map from the Huge Cavern in the dungeon. Draw a box for the cavern like this:

Then draw arrows for the exits after you LOOK AROUND, filling the adjacent boxes with the name of the area:

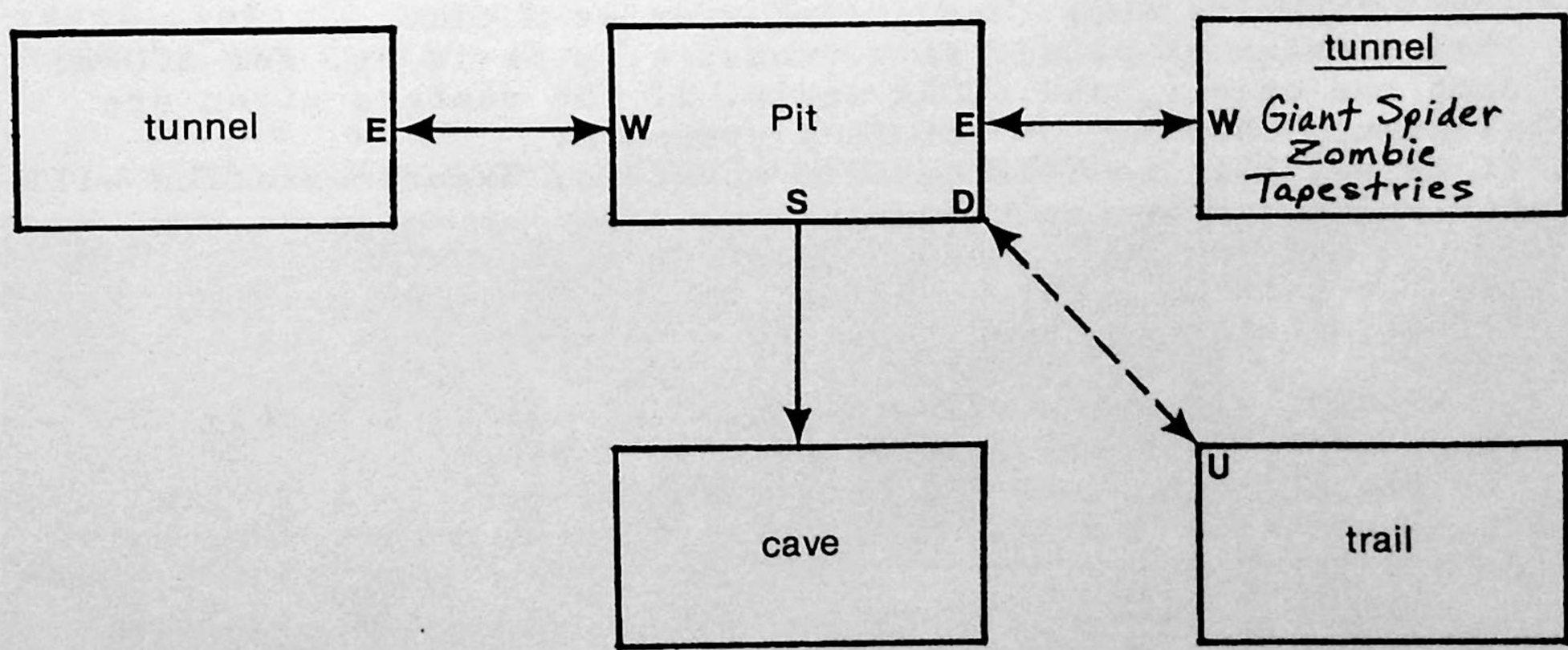


Now suppose you walk east and type LOOK AROUND. The computer responds WEST: HUGE CAVERN and EAST: CATACOMBS. Put these on your map and put an arrow going from the west exit back to the Huge Cavern like this:



Then you might decide to go back to the Gold Cave and see if the exit goes through.

This method of mapping insures you against missing exits, and eliminates the need to type LOOK AROUND all the time. In fact, if you draw large enough boxes you can write in the objects and/or monsters that were in the area. Monsters sometimes move, though, so be careful. Also, when you map UP and DOWN exits you should draw a dotted line with an arrow for UP exits and a dashed line for down exits. EXAMPLE:



Mapping is not necessary to win, but it certainly helps.

Playing Hints

1. Ask for HELP (f1) when you get stuck.
2. When you do ask for help, the gnome will ALMOST always give you good advice.
3. DROP objects when you are finished using them.
4. Some books, scrolls, etc. are written in dragon-language. The codebook to translate them is in the dungeon.
5. Explore the mansion BEFORE entering the dungeon.
6. The flashlight's batteries die out eventually; the screen will turn light grey, dark grey, then black when they fade completely.
7. The best source of light is the MAGIC LANTERN, which is in the mansion.
8. After a fight, press f1. If the fight weakened you significantly, the gnome will advise you to REST 1. DAY. Repeat the procedure of REST 1. DAY and f1 until you are no longer advised to rest.
9. One of the treasures, when examined, reveals the locations of the thief and cutthroat. It is not always correct (especially in the cutthroat's case).
10. Before entering the mansion or dungeon, explore all the forests and make sure you have the flashlight, batteries, shotgun, and bullets.
11. Of the 250 possible points, 40 of them are in the wilderness, 100 are in the mansion, and 110 are in the dungeon.
12. You are NOT awarded points for killing monsters. Avoid them whenever possible.
13. The GLASSES are assumed to be on you when you TAKE or GET them. It is important that you have them before entering the swamp or dungeon.
14. To make the DYNAMITE explode, use the THROW command.
15. Avoid fighting more than one monster at a time.
16. If you think an object is a treasure, pick it up, get SCORE, drop the object, and SCORE again. If the numbers given are different, then the object is a treasure.
17. It is possible to TAKE certain monsters. Experimentation will show which can or can't be taken.
18. If you have accumulated 50 or more points you may want to save the game in progress before moving to an unfamiliar area. This eliminates the need to start completely from scratch if you die.
19. It is VERY easy to die in the mansion, swamp, and dungeon areas. REST frequently and expect the worst.
20. The PRAY command is quite helpful...it provides you with light and heals your wound. Be careful of overusing it, but remember that it is there.

To receive a solution for GOTHMOG'S LAIR, send $2.00 (check or money order) to cover printing, postage & handling costs to: Gothmog's Lair Solution, 6340 West Mississippi Ave., Lakewood CO 80226.

Combat Hints

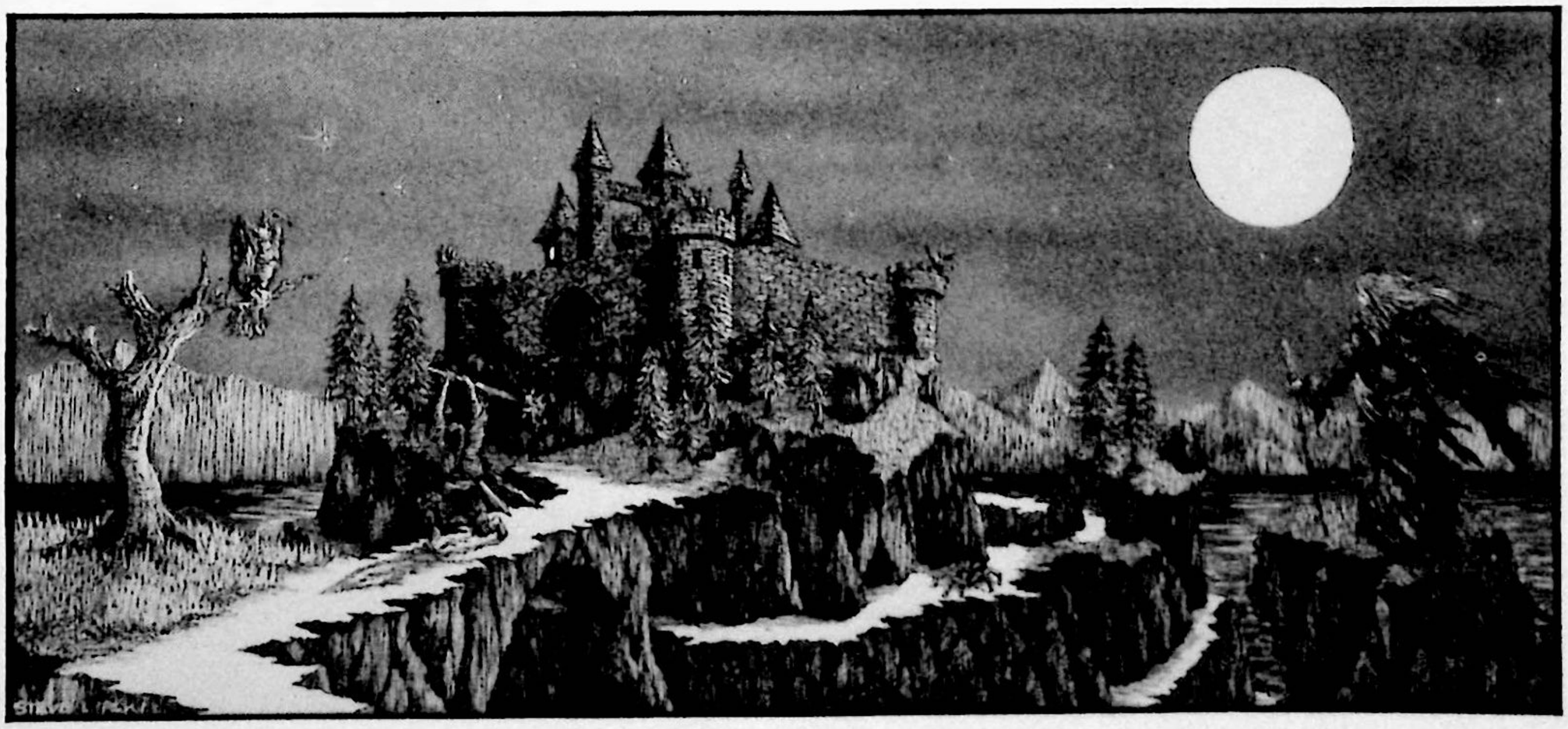
The system used for combat is similar to those in popular fantasy role-playing games. You are given a certain number of "hit points" (60 in the normal game, 36 in the hard game). Hit points are a measure of how much you have been wounded - the lower the number, the more serious the wounds. Monsters are also given points, anywhere from 4 to 50, depending on the difficulty level. When a monster's points drop to 0, that monster is dead.

Every time you attack a monster, the computer evaluates your chance to hit that monster. This depends on the monster and on the weapon you are using. Your basic chance to hit a monster is 50%, and is modified by the weapon type: +10% with the axe, +25% with the shotgun, and +40% with the elven sword. The chance is then modified by the monster: -15% for the mummy, vampire, and swamp demon, -10% for the cutthroat, -20% for the spider (he has a tough hide), and -50% for the dragon! Thus your chance of hitting the spider with the shotgun is 50% (base) + 25% (shotgun) - 20% (spider) = 55%.

If you hit a monster, you will decrease its points by a certain amount dependent upon the weapon type. An axe damages the monster by 2 to 7 points, the shotgun 1 to 12, and the sword 4 to 20. The points are determined randomly within the range for the weapon.

Monsters damage you similarly; the thief does 1 to 6 points of damage, the cutthroat 3 to 12, the mummy 2 to 9, the spider 4 to 16, and the dragon 12 to 18 (fire breath is deadly). When your points fall to 0, you are dead. This is why resting is so beneficial; it restores lost points at the rate of 1/2 point per hour. Thus resting 1 day will restore up to 12 lost points.

If you can grasp the ideas behind this system, it will help you to fight the monsters in Gothmog's World.



An Example to Get You Started

1. Choose the normal game (N).
2. Type LOOK AROUND and press <return> when the computer tells you where you are.
3. Press f1 for help from the gnome. Take his advice and type SEARCH CAR.
4. Type TAKE SHOVEL, then type TAKE FLASHLIGHT.
5. Try WE, which stands for WALK WEST. The Sheriff throws you out of town! Try SO instead, which stands for WALK SOUTH.
6. Now try SO again, then EA. This will put you in the old shack. Type LO AR, which stands for LOOK AROUND.
7. You're on your own now...

Notes:

Gothmog's Lair

By S.A. Moore

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PROGRESSIVE PERIPHERALS & SOFTWARE:

Presents ProAdventure I:

Gothmog's Lair

By S.A. Moore

for the COMMODORE 64®

Your Enemies:

THIEF
CUTTHROAT
IGOR
EVIL SPIRIT
GIANT SPIDER
SWAMP DEMON
and the
"GRAVEYARD SHIFT":
VAMPIRE
MUMMY
&
ZOMBIE

Journey through forests, a swamp, the haunted mansion and its dungeon in your quest for the fabulous Arkenstone diamond, one of many treasures hidden in Gothmog's vast world. Battle with the dreaded Giant Spider and Baron Ahriman's undead army . . . can your gnome friend help you outwit the Old Man or recover the chest of antique coins from a shark-infested lake? You may even find the enchanted elven sword and slay Gothmog himself! But don't let the Thief and Cutthroat get to the treasures before you do!

GOTHMOG'S LAIR features full-color animated graphics, sound effects, and two selectable levels of play — for the novice and the seasoned veteran. It's a "real-time" adventure . . . the longer you take to find the treasures, the more time you allow the Thief and Cutthroat to get them before you!

A Thoroughly illustrated manual with a fold-out map is provided to explain the wide variety of options available to you during play. Your success in GOTHMOG'S LAIR will depend on your skill and resourcefulness, NOT on your luck at guessing the right words to say.

Prepare for one of the most challenging adventures you will ever undertake as you enter . . .

Gothmog's Lair

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